

Rodney D. Myers

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Education

<i>Ph.D.</i> , Indiana University Major: Instructional Systems Technology Minor: Human Computer Interaction - Design	<i>October 2012</i>
<i>M.S.</i> , San Jose State University Major: Instructional Technology	<i>May 2006</i>
De Anza Community College Courses in screenwriting, film production, film history, and film theory	<i>1988 - 1992</i>
<i>M.A.</i> , Ball State University Major: English	<i>August 1983</i>
<i>B.A.</i> , Ball State University Major: English	<i>July 1982</i>

Teaching Experience

<i>Adjunct Lecturer</i> , Indiana University, IST Department Teaching online and face-to-face graduate-level classes in instructional design.	<i>2013 - present</i>
<i>Adjunct Assistant Professor</i> , University of Tennessee, Educational Psychology & Counseling Taught online graduate-level classes in instructional design.	<i>2014</i>
<i>Adjunct Lecturer</i> , Indiana University, IST Department Taught an online graduate-level class in computer-mediated learning (R547).	<i>2009</i>
<i>Associate Instructor</i> , Indiana University, IST Department Taught classes in technology integration (W301) for pre-service teachers.	<i>2008 - 2009</i>
<i>Teaching Assistant</i> , Indiana University, IST Department Provided technical support and feedback on deliverables to graduate students in R547 (taught by Dr. Theodore Frick).	<i>2008</i>
<i>Adjunct Lecturer</i> , Santa Clara University, English Department Taught undergraduate classes in composition and rhetoric.	<i>1985 - 1986</i>
<i>Adjunct Lecturer</i> , IUPU – Fort Wayne, English Department Taught undergraduate classes in composition and rhetoric.	<i>1983 - 1984</i>
<i>Associate Instructor</i> , Ball State University, English Department Taught undergraduate classes in composition and rhetoric.	<i>1982 - 1983</i>

Professional Experience

Consultant

2016 - present

- *Chief Technology Adviser*, Critique LLC (Jan. 2016 – present)
Consulting on the design and development of a cloud-based platform to facilitate peer feedback.
- *Lead Designer*, GP Strategies (Jan. – June 2016)
Designed a simulation-game for sales manager training in the insurance industry.

Invited Participant, NSF/AECT Early Career Symposium

2010

One of nine doctoral students selected to participate in a 1 ½ day symposium for scholars who are early in their careers.

Graduate Assistant: Distance Education Research, Indiana University, IST Department

2009 - 2010

Assisted Prof. Elizabeth Boling in recommending to the Dean strategies for supporting and enhancing distance education in the School of Education. We conducted a needs analysis of current activities and future plans, researched best practices at other institutions, and wrote a white paper describing our findings and recommendations.

Graduate Assistant: Distance Education Webmaster, Indiana University, IST Department

2009 - 2010

Maintained the IST department's website and consulted with faculty regarding their use of technology for online learning.

Research Assistant, Indiana University, IST Department

2007 - 2008

Developed a Web-database application as part of a software project (MAPSAT) for Dr. Ted Frick using PHP, MySQL, HTML, CSS, XML, Javascript, and Actionscript (Flash).

Research Analyst, Santa Clara University, Institutional Research

2001 - 2006

1988 - 1997

Developed and managed a data mart to support strategic planning for the university using Cognos DecisionStream for ETL (extract, transform, load) of data from PeopleSoft Student Administration (Informix database) into a conformed data mart (MS SQL Server) for reporting student, faculty, and course data.

Developed and managed Web and desktop applications to support data analysis/reporting and work processes using Cold Fusion, MS SQL Server, MS Access, and MS Excel.

Designed and developed reports of institutional data to meet federal reporting requirements (e.g., IPEDS) and accreditation requirements (WASC) and to support strategic planning and reporting to external agencies and college guide publishers.

Senior Design Technologist, Atomic Tangerine

2000

Conducted needs analysis and designed information architecture for clients' websites.

Worked as intermediary between designers and programmers.

Wrote HTML, XML, CSS, Javascript, and Actionscript (Flash) for websites.

- Animator*, Blue Mountain Arts 1999 - 2000
Designed original animated greeting cards (GIFs and Flash).
- University Webmaster*, Santa Clara University, Media Services 1997 - 1999
Served as consultant for faculty and administrators regarding their use of Web technologies in higher education.
Led the redesign of the University's website, which included assessing the needs of key stakeholders, designing the site's information architecture, and managing a staff of Web designers/developers.
Developed and managed Web-database applications using Cold Fusion and MS SQL Server.
Founded and managed *Codesign*, a group of student designers/developers who provided Web services for campus organizations.
Trained over 100 faculty, staff, and students to design, develop, and maintain websites.
- Writer*, Interactive Network 1993 - 1994
Wrote and edited a variety of content, including film reviews and "just-in-time" information for simulcast with the 1994 Winter Olympics.
- Independent Filmmaker*, Cine22 Productions 1988 - 1993
Wrote, co-produced, and co-directed several short films, including *game* (18 min., 16mm color) which won several awards and played in a dozen film festivals around the world. In addition, two of my screenplays were developed into award-winning short films by other filmmakers.

Technical Skills

HTML5, CSS3, XML, SQL, PHP, JavaScript
Adobe Design and Web CS6 Suite, Microsoft Office 2010

Publications

- Reigeluth, C. M., Beatty, B. J., & Myers, R. D. (Eds.) (2016). *Instructional-design theories and models, Vol. IV: The learner-centered paradigm of education*. New York, NY: Routledge.
- Myers, R. D., & Reigeluth, C. M. (2016). Designing games for learning. In C. M. Reigeluth, B. J. Beatty, & R. D. Myers (Eds.). *Instructional-design theories and models, Vol. IV: The learner-centered paradigm of education* (pp. 205-242). New York, NY: Routledge.
- Reigeluth, C. M., Myers, R. D., & Lee, D. (2016). The learner-centered paradigm of education. In C. M. Reigeluth, B. J. Beatty, & R. D. Myers (Eds.). *Instructional-design theories and models, Vol. IV: The learner-centered paradigm of education* (pp. 5-32). New York, NY: Routledge.

Myers, R. D., & Frick, T. W. (2015). Using pattern matching to assess gameplay. In C. S. Loh, Y. Sheng, & D. Ifenthaler (Eds.), *Serious games analytics: Methodologies for performance measurement, assessment, and improvement* (pp. 435-458). Switzerland: Springer International Publishing Switzerland. doi: 10.1007/978-3-319-05834-4

Myers, R. D. (2012). *Analyzing interaction patterns to verify a simulation/game model*. (Unpublished doctoral dissertation). Indiana University, Bloomington, Indiana USA.

Reigeluth, C. M., & Myers, R. D. (2012). *Serious game design report*. Manuscript commissioned by the U. S. Air Force Research Laboratory.

Enfield, J., Myers, R. D., Lara, M., & Frick, T. W. (2012). Innovation diffusion: Assessment of strategies within the DIFFUSION SIMULATION GAME. *Simulation & Gaming*, 43(2), 188-214. doi: 10.1177/1046878111408024

Howard, C. D., & Myers, R. (2010). Creating video annotated discussions: An asynchronous alternative. *International Journal of Designs for Learning*, 1(1). <http://scholarworks.iu.edu/journals/index.php/ijdl/index>

Lara, M., Myers, R., Frick, T., Karabacak, S., & Michaelidou, T. (2010). A design case: Creating an enhanced version of the *Diffusion Simulation Game*. *International Journal of Designs for Learning*, 1(1). <http://scholarworks.iu.edu/journals/index.php/ijdl/index>

Conference Proceedings

Myers, R. D. (2012). Analyzing patterns of gameplay data to improve the design of a simulation game. Paper presented at the 2012 annual meeting of the American Educational Research Association.

Myers, R., & Frick, T. (2009). *SimTIE-Math*: A simulation-game on technology integration for mathematics learning. *Proceedings of the 32nd annual convention of the Association for Educational Communications & Technology*.

Lara, M., Myers, R., Frick, T., Karabacak, S., & Michaelidou, T. (2009). A design case: Creating an enhanced version of the *Diffusion Simulation Game*. *Proceedings of the 32nd annual convention of the Association for Educational Communications & Technology*.

Frick, T., Howard, C., Barrett, A., Enfield, J., & Myers, R. (2009). Alternative research methods: MAPSAT your data to prevent aggregation aggravation. *Proceedings of the 32nd annual convention of the Association for Educational Communications & Technology*.

Conference Presentations

Myers, R. D., & Frick, T. (2015). *Measuring effectiveness of instructional games and simulations*. Paper presented at the annual convention of the Association for Educational Communications & Technology, Indianapolis, IN.

- Barrett, A. F., & Myers, R. D. (2015). *A proposed typology of micro-credentials in education*. Paper presented at the annual convention of the Association for Educational Communications & Technology, Indianapolis, IN.
- Myers, R. D., & Frick, T. (2014). *Using pattern analysis for game-based learning analytics*. Paper presented at the annual convention of the Association for Educational Communications & Technology, Jacksonville, FL.
- Reigeluth, C. M., & Myers, R. D. (2014). *Designing games for learning*. Paper presented for a Presidential Session of the annual convention of the Association for Educational Communications & Technology, Jacksonville, FL.
- Reigeluth, C. M., Beatty, B., & Myers, R. D. (2014). *The green book IV: A preview*. Presentation for a Presidential Session of the annual convention of the Association for Educational Communications & Technology, Jacksonville, FL.
- Myers, R. D. (2012). *Analyzing patterns of gameplay data to improve the design of a simulation game*. Paper presented at the annual meeting of the American Educational Research Association, Vancouver, BC, Canada.
- Myers, R. (2011). *Analyzing interaction patterns to verify a simulation/game model*. Paper presented at the annual conference of the Association for Educational Communications & Technology, Jacksonville, FL.
- Myers, R., & Modell, M. G. (2011). *Gamifying the conference experience: A design case*. Paper presented at the annual convention of the Association for Educational Communications & Technology, Jacksonville, FL.
- Frick, T., Barrett, A., Howard, C., & Myers, R. (2011). *Applications of MAPS-AT in educational research*. Paper presented at the annual convention of the Association for Educational Communications & Technology, Jacksonville, FL.
- Howard, C. D., & Myers, R. (2011). *Creating video-annotated discussions: An asynchronous alternative*. Paper presented at the annual meeting of the American Educational Research Association, New Orleans, LA.
- Lara, M., Enfield, J., Myers, R., & Frick, T. (2011). *Learning assessment in the Diffusion Simulation Game*. Paper presented at the annual meeting of the American Educational Research Association, New Orleans, LA.
- Myers, R., & Modell, M. G. (2011). *Gamifying the conference experience: A design case*. Paper presented at the annual IST Conference, Bloomington, IN.
- Myers, R., Enfield, J., Lara, M., & Frick, T. (2010). *Analyzing gameplay to improve the design of a simulation game*. Paper presented at the annual convention of the Association for Educational Communications & Technology, Anaheim, CA.
- Lara, M., Enfield, J., Myers, R., & Frick, T. (2010). *Assessing learning in online simulations: A case study of the Diffusion Simulation Game*. Paper presented at the annual convention of the Association for Educational Communications & Technology, Anaheim, CA.

Frick, T., & Myers, R. (2010). *Map and analyze patterns and structures across time (MAPSAT): Theoretical foundations for observing systemic change*. Paper presented at the annual convention of the Association for Educational Communications & Technology, Anaheim, CA.

Modell, M. G., & Myers, R. (2010). *Exploring the role of identity in the design of a serious game*. Poster presented at the bi-annual Meaningful Play 2010 conference, East Lansing, MI.

Enfield, J., & Myers, R. (2010). *Assessment of strategies within the Diffusion Simulation Game*. Paper presented at the annual Games+Learning+Society conference, Madison, WI.

Kwon, S., Lara, M., Modell, M., & Myers, R. (February, 2010). *Using digital games and simulations for learning*. Panel discussion conducted at the annual IST Conference, Bloomington, IN.

Myers, R., & Frick, T. (2009). *SimTIE-Math: A simulation-game on technology integration for mathematics learning*. Paper presented at the annual convention of the Association for Educational Communications & Technology, Louisville, KY.

Frick, T., Howard, C., Barrett, A., Enfield, J., & Myers, R. (2009). *Alternative research methods: MAPSAT your data to prevent aggregation aggravation*. Paper presented at the annual convention of the Association for Educational Communications & Technology, Louisville, KY.

Lara, M., Myers, R., Frick, T., Karabacak, S., & Michaelidou, T. (2009). *A design case: Creating an enhanced version of the Diffusion Simulation Game*. Paper presented at the annual convention of the Association for Educational Communications & Technology, Louisville, KY.

Frick, T., Lara, M., Myers, R., Michaelidou, T., Karabacak, S., Enfield, J., & Kwon, S. (2009). *The Diffusion Simulation Game: Development of an enhanced version*. Paper presented at the annual IST Colloquium, Bloomington, IN.

Frick, T., Lara, M., Myers, R., Michaelidou, T., & Karabacak, S. (2009). *The Diffusion Simulation Game: Design and development of an enhanced online version*. Paper presented at the annual IST Conference, Bloomington, IN.

Frick, T., Howard, C., Barrett, A., Enfield, J., & Myers, R. (2009). *MAPSAT your research data to prevent aggregation aggravation*. Paper presented at the annual IST Conference, Bloomington, IN.

Frick, T., Myers, R., Thompson, K. & York, S. (2008). *New ways to measure systemic change: Map & Analyze Patterns & Structures Across Time (MAPSAT)*. Featured research paper presented at the annual conference of the Association for Educational Communications & Technology, Orlando, FL.

Myers, R. (2008). *Simulating Personalized Learning in STEM*. Poster presentation awarded first prize for the Game+Learning+Society Conference, Madison, WI.

Frick, T., Myers, R., Thompson, K. & York, S. (2008). *New ways to measure systemic change: Map & Analyze Patterns & Structures Across Time (MAPSAT)*. Paper presented at the Second Annual Summer Research Symposium, Association for Educational Communications & Technology, Bloomington, IN.

Myers, R. (2008). *SimTIE: A Simulation Game on Technology Integration in Education*. Paper presented at the annual IST Conference, Bloomington, IN.

Myers, R. (2005). *Building a reporting metadata explorer*. Technical presentation at the PeopleSoft Higher Education User Group Conference, Las Vegas, NV.

Teaching and Research Interests

Design, development, and use of games and simulations for learning
 Design and development of instruction for emerging technologies
 Design and development of learning analytics
 Educational design research

Honors and Awards

“Outstanding Book Award” from the AECT Systems Thinking and Change Division for <i>Instructional-design theories and models, Vol. IV: The learner-centered paradigm of education</i> (with C. M. Reigeluth and B. J. Beatty, Eds.).	2016
“Dissertation of the Year” award, 2012-2013 (Instructional Systems Technology, Indiana University)	2014
School of Education Fellowship (Indiana University)	2007 - 2011
First prize for poster presentation (Games+Learning+Society Conference)	2008
“Richard B. Lewis Outstanding Graduate Student” award in Instructional Technology (San Jose State University)	2006
President’s Award for “Outstanding Service and Achievement” (Santa Clara University)	1995

Professional Service

Reviewer, <i>Journal of Teaching and Learning with Technology</i>	2015 - Present
Game Host, IST Conference 2011 Designed, developed, and implemented a revised version of <i>The Dossier Game</i> , a face-to-face multiplayer game which had as its primary goal the increase of participation and interaction of conference attendees.	Feb. 2011
Editorial Assistant, International Journal of Designs for Learning Worked closely with the founding editor and editorial board to launch an online, design-oriented education journal; analyzed needs and explored digital publishing options; designed/created prototype journal.	2010 - 2014

- Session Facilitator, AECT Conference 2010 *Oct. 2010*
 Hosted conference sessions, which included greeting participants, introducing presenters, moderating discussion, and distributing and collecting session surveys.
- Game Host, IST Conference 2010 *Feb. 2010*
 Designed, developed, and implemented *The Dossier Game*, a face-to-face multiplayer game which had as its primary goal the increase of participation and interaction of conference attendees.
- Volunteer, IST Colloquium 2009 *July 2009*
 Recorded video of presentations to be made into podcasts.
- Treasurer, Graduates in Instructional Systems Technology *Jan. 2008 –
June 2010*
 Managed the financial affairs of GIST.
- Organizer, IST Conference 2009 *Sep. 2008 –
Mar. 2009*
 Planned the IST department's annual conference, which included managing over a dozen volunteers; recruiting a keynote speaker; arranging the catering of breakfast, lunch, and an evening reception; designing and developing an online submissions review system; managing funds; and documenting the entire process for future organizers.
- Portfolio Reviewer, San Jose State University *Oct. 2008*
 Served as an external reviewer of portfolios created by graduate students in the Instructional Technology program.
- Session Facilitator, AECT Conference 2008 *Nov. 2008*
 Hosted conference sessions, which included greeting participants, introducing presenters, moderating discussion, and distributing and collecting session surveys.
- Volunteer, IST Conference 2008 *Feb. 2008*
 Served at the conference registration desk, hosted sessions, and performed other tasks as needed.

Professional Memberships

- Member*, Association for Educational Communications & Technology *2006 - present*
- Member*, American Educational Research Association *2010 - present*
- Member*, North American Simulation & Gaming Association *2010 - present*